

Hua Yang

Software Engineer | Background in Hospitality

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<https://kurotsubasa.github.io/>

(617)309-9917

SKILLS

JavaScript | Ruby | Ruby on Rails | React.js | CSS3 | SQL | HTML5 | Python | jQuery | Bootstrap | Express.js | Node.js | PostgreSQL | MongoDB | Mongoose | RESTful API | Git | AJAX | Agile methodology | Heroku | AWS | JSON

EDUCATION

Suffolk University, Boston, MA

2014 – 2016

Coursework in Physics

EXPERIENCE

General Assembly – Software Engineering Immersive

Boston, MA

January 2020 – April 2020

Successfully completed intensive 500+ hour program over 12 weeks working with a large variety of languages and full-stack applications:

Fantasy Foragers

<https://kurotsubasa.github.io/fantasy-foragers-client/#/>

Planned/developed text based, real-time, multiplayer role playing game using React.js as a front-end framework, Express.js via the back-end server, and Socket.io to implement multiplayer. The user has the ability to create own characters and skills, use other users' characters and skills to fight with another character of their choosing.

inStock Co.

<https://sei-nope.github.io/inStock-client/>

Developed inventory management application within a small team of four devs using MongoDB/Mongoose for the back-end and JavaScript for the front-end via Scrum/Agile method.

World of Wishes

<https://kurotsubasa.github.io/writings-client/>

Created application that allows users to keep track of any and all literature that they have read through use of a custom API, developed through Ruby on Rails.

TicTacToe

<https://kurotsubasa.github.io/tictactoe-client/>

Created, deployed front-end application which showcased the classic game of Tic-Tac-Toe. Used a custom game engine based on mathematical algorithm, while updating game through communication with a pre-built API.

Assistant Manager/Chef – Genki Ya & Liuzhi Sushi

Boston, MA

2011–2019

Oversaw food preparation and production to ensure proper food safety procedures

Determined and managed employee schedules